

IN THE CLAIMS:

The text of all pending claims, (including withdrawn claims) is set forth below. Cancelled and not entered claims are indicated with claim number and status only. The claims as listed below show added text with underlining and deleted text with ~~striketrough~~. The status of each claim is indicated with one of (original), (currently amended), (cancelled), (withdrawn), (new), (previously presented), or (not entered).

1. (currently amended) A layer editor interface, comprising:
layer representation graphic having layer names; and
a pop-up menu control activatable for each layer activatable from within the layer representation and that allows the layer to be edited.
2. (original) A layer editor as recited in claim 1, wherein the pop-up menu control is a marking menu control.
3. (original) An interface as recited in claim 2, wherein the marking menu control includes selections for new layer, clear layer, rename layer, delete layer, merge layer, lock layer, hide layer and position layer.
4. (currently amended) A layer editor interface, comprising:
layer representation graphics having layer names and selection targets with a box shape;
and
controls associated with the ~~representation graphics~~graphic that are coincident with the selection targets.
5. (original) A layer editor as recited in claim 4, wherein a status indicator overlaps the selection targets.
6. (currently amended) An interface, comprising:
alayer representation graphic having layer names inputable by a user and displayable as hand drawn strokes; and
a control associated with the graphic activatable from within the layer representation and that allows a corresponding layer to be edited.

7. (original) An interface as recited in claim 6, further comprising a drawing dialog box invoked by the control and allowing the user to input the layer names.
8. (currently amended) An interface, comprising:
layer representation graphic having layer names inputable by a user and displayable as hand drawn strokes; and
a control associated with the graphic that allows a corresponding layer to be edited~~as recited in claim 6,~~ wherein the graphic has target areas with target sizes of at least $2e$ where e is the distance error accuracy of an input device.
9. (currently amended) An interface as recited in claim 6, wherein the control invokes a marking menu type layer editing menu.
10. (original) An interface as recited in claim 6, wherein an active layer is highlighted with a frame surrounding the name.
11. (original) An interface as recited in claim 6, wherein each layer control comprises:
a marking menu control for layer editing;
a move control for moving a position of a layer in a layer editor stack; and
a transparency control controlling the transparency of a corresponding drawing layer.
12. (currently amended) An interface as recited in claim 6, wherein each layer graphic has an indicator indicating whether a corresponding drawing layer is hidden or ~~not~~ visible.
13. (currently amended) An interface as recited in claim 6, wherein each layer graphic has an indicator indicating whether a corresponding drawing layer is one of hidden visible ~~[and locked or unlocked?]~~.
14. (original) An interface as recited in claim 6, wherein a background layer has a text label.
15. (original) An interface as recited in claim 6, wherein activation of one of the controls via a mark simultaneously selects a corresponding layer and selects an operation on the layer.

16. (currently amended) An interface as recited in claim 6, wherein making a marking gesture in association with the layer representation graphic initiates a function with respect to one or more of the layers.

17. (currently amended) A layer editor interface, comprising:
layer representation graphic having layer names inputable by a user and displayable as hand drawn strokes, and having selection targets with a box shape, each selection box comprising:

a marking menu control activatable for each layer that allows the layer to be edited where the marking menu control comprises edit controls for new layer, clear layer, rename layer, delete layer, merge layer, lock layer, hide layer and position layer;

a re-order layers control; and

a layer opacity control having a dialog box with a slider for setting layer opacity, wherein each of the controls has a target size of at least $2e$ where e is the distance error accuracy of an input device,

wherein an active layer is highlighted with a frame surrounding the name,

wherein each layer graphic has an indicator indicating whether a corresponding drawing layer is ~~hidden/~~visible, and

wherein each layer graphic has an indicator indicating whether a corresponding drawing layer is locked.

18. (currently amended) A layer editor, comprising:
linear list of layers; and
a marking menu accessible activatable from within through the layer list and providing layer editing functions.

19. (withdrawn) A method, comprising:
displaying a layer of a layer editor interface having a user entered graphic layer name on a display of a pen-based computer;
activating the layer graphic as a control; and
allowing the user to invoke a layer editing operation with using a pen of a pen-based computer to activate the control.

20. (withdrawn) A method as recited in claim 19, further comprising:
displaying a marking menu responsive to the activation; and
allowing the user to select a layer edit function by making a mark with the pen.
21. (withdrawn) A method as recited in claim 19, further comprising:
displaying a drawing dialog box responsive to the selection of the layer edit function;
allowing the user to write the name in the dialog box; and
displaying the name in a graphic layer representation corresponding to the layer.
22. (withdrawn) A method as recited in claim 19, further comprising allowing a user to edit layers using a gesture.
23. (withdrawn) A method as recited in claim ~~19~~¹⁹⁴⁸, further comprising allowing the user to invoke the layer editing operation via a mark that simultaneously selects a corresponding layer and selects an operation on the layer.
24. (withdrawn) A computer readable storage for controlling a computer by displaying a layer of a layer editor having a user entered graphic layer name on a display of a pen-based computer and activating the layer graphic as a control.
25. (currently amended) An apparatus, comprising:
a display; and
a processor displaying a layer editor interface on said display, said interface comprising a layer representation graphic having a user entered graphic name and a corresponding coincident control.
26. (withdrawn) A computer readable data structure for controlling a computer, comprising a layer editor linked to a list of layer editor boxes and a scroll control with each layer editor box comprising a layer image, a layer box image, a popup-menu, a popup menu target zone, move layer control, a move layer control target zone, a transparency control and a transparency control target zone.

27. (new) A layer editor interface, comprising:
layer representation graphics representing graphic layers having displayed layer names
descriptive of the content of the layers; and
a menu control associated with and for each layer that allows the layer to be edited.